

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the above-identified application:

Listing of Claims:

Claims 1-12. (canceled).

13. (currently amended): A computer implemented method of representing an arc, the method comprising:

dividing the arc into segments that have vertices;
selecting multiple a plurality of the vertices of the arc;
obtaining trapezoids corresponding to the vertices;
obtaining a texture having multiple columns of texels;
completely representing the trapezoids as triangles; and
mapping the texture to the triangles.

14. (previously presented): The computer implemented method of claim 13 wherein a line profile is applied to each column of the texture to reduce aliasing effects.

15. (previously presented): The computer implemented method of claim 14 wherein the line profile comprises at least one texel column transitioning from dark to light to dark.

16. (currently amended): The computer implemented method of claim 13, wherein the texture is symmetrical about with respect to a midline of the trapezoids.

17. (previously presented): The computer implemented method of claim 13 and further comprising applying a reverse perspective view transformation to individual columns of texels of the texture.

18. (previously presented): The computer implemented method of claim 13 wherein each column of texels represents a single radial bound spatially by trapezoid upper and lower chords.
19. (previously presented): The computer implemented method of claim 13 wherein obtaining a texture comprises selecting a texture from a number of textures based on the size of the radius and line width of the arc.
20. (previously presented): The computer implemented method of claim 13 wherein texture is rectangular, and is mapped into the trapezoid such that each column of the rectangular texture is mapped along a radial bounded by the top and bottom of the trapezoids.

Claims 21-33. (canceled).

34. (withdrawn): A computer readable medium having instructions for causing a computer to execute a method of representing an arc, the method comprising:
 - selecting multiple vertices of the arc;
 - obtaining trapezoids corresponding to the vertices;
 - obtaining a texture having multiple columns of texels;
 - representing the trapezoids as triangles; and
 - mapping the texture to the triangles.
35. (withdrawn): The computer readable medium of claim 34 wherein a line profile is applied to each column of the texture to reduce aliasing effects.
36. (withdrawn): The computer readable medium of claim 35 wherein the line profile comprises at least one texel column transitioning from dark to light to dark.

37. (withdrawn): The computer readable medium of claim 34, wherein the texture is symmetrical about a midline of the trapezoids.
38. (withdrawn): The computer readable medium of claim 34 and further comprising applying a reverse perspective view transformation to individual columns of texels of the texture.
39. (withdrawn): The computer readable medium of claim 34 wherein each texel column represents a single radial bound spatially by trapezoid upper and lower chords.
40. (withdrawn): The computer readable medium of claim 34 wherein obtaining a texture comprises selecting a texture from a number of textures based on the size of the radius and line width of the arc.
41. (withdrawn): The computer readable medium of claim 34 wherein texture is rectangular, and is mapped into the trapezoid such that each column of the rectangular texture is mapped along a radial bounded by the top and bottom of the trapezoids.
42. (withdrawn): A system for causing a computer to execute a method of representing an arc, the system comprising:
 - means for selecting multiple vertices of the arc;
 - means for obtaining trapezoids corresponding to the vertices;
 - means for obtaining a texture having multiple columns of texels;
 - means for representing the trapezoids as triangles; and
 - means for mapping the texture to the triangles.
43. (withdrawn): The system of claim 42 wherein a line profile is applied to each column of the texture to reduce aliasing effects.

44. (withdrawn): The system of claim 43 wherein the line profile comprises at least one texel column transitioning from dark to light to dark.
45. (withdrawn): The system of claim 42, wherein the texture is symmetrical about a midline of the trapezoids.
46. (withdrawn): The system of claim 42, further comprising means for applying a reverse perspective view transformation to individual columns of texels of the texture.
47. (withdrawn): The system of claim 42 wherein each texel column represents a single radial bound spatially by trapezoid upper and lower chords.
48. (withdrawn): The system of claim 42 wherein obtaining a texture comprises selecting a texture from a number of textures based on the size of the radius and line width of the arc.
49. (withdrawn): The system of claim 34 wherein texture is rectangular, and is mapped into the trapezoid such that each column of the rectangular texture is mapped along a radial bounded by the top and bottom of the trapezoids.